Summary of Meeting 14th September 1999 at Krisalis.
Tim Green, Simeon Pashley, Dean Turner, John Gyarmati, Steve Dinsdale.

Version control	The next version will be designated the number 0.102 to mean Alpha version 2. Number will increment on each submission.
Compatability	The compatibility problems detailed by LMI QA that result in a black screen. These may be due to the incomplete implementation of sound on that build (V. 0.101). Simeon will supply new build today for testing, with special attention to sound card type and whether the machines crash or just display black screen. The resolution of the compatability problems must be an absolute priority for the next milestone submission. Simeon to liase with Tony Miller for access to machines where problem was seen.
Level Design	The back story for the whole game was fleshed out at this meeting. Krisalis will provide updated design document for review by Tim. Krisalis will provide level maps for all levels by end of the month (RR, Adventurers and Town available now)
Controls	At the moment the controls are inconsistent, especially regarding the different functions of movement and acceleration when walking on skateboard and in vehicle. Simeon to deal with this.
Pepper Movement	The movements still needs work, the jump move, the slide stop too quick etc.
Interactions	Krisalis need to supply all the scripting specifications so that we can get the scripts completed ASAP.
Music	Direct Music will be used. Simeon stated that the code is in place and will be relatively simple to implement. The music will consist of : ambient tracks for each Island plus 4 or 5 variations or extra instrument tracks that will vary depending on mode of transport. Motif for each main character Motif for picking up ‘power’ brick Racing track plus motif for win and lose Boss encounter track plus win and lose motif Loop for front end/menu

	In vehicle music Possibly a sound effect but need sound for when pizza hits solid object and another for when the wall is a hidden area entrance.
Races	Each Island has a race, these are: Town – Road race around the island in jeeps Adventurers – Aeroplane race with Harry Cane through canyons, over water under bridges etc. Rock Raiders – Hoverboard race through the tunnels Castle – Possible a barrel race around the moat, collecting objects and avoiding obstacles. Winning the race rewards the player with BPPs
FMV/Cut-scenes	These were discussed to identify the key information required for the player. The intro could be up to one minute, the cut scenes ideally under 30 secs. The endings could be basically the same movie with different endings. Very briefly:
Intro:	The Brickster escapes from Gaol by collecting the pizza toppings to create a super powered jalapeno, anchovy, chilli etc. pizza that is so hot it can cut through the bars of his cell. He runs to the Info Centre where he finds the Infomaniac asleep with the 'Book of Building' open on his lap. He steals the book and running out of the Infocenter tearing out (and tearing up) pages of the book scattering them as he goes. The Infocenter deconstructs behind him. He is now free to deconstruct at will, commanding his army of Bricksterbots. (They look like the Brickster but with insectoid minifig designs showing through.) His next target is the M & P Brickolini's Pizzeria and then the Police station of Nick and Laura Brick. Pepper (the player) has to get the idea that he must collect the Building Plan Pieces, capture Brickster and rebuild the LEGO Island.
Town/Adventurers	After rebuilding the Police Station (Pizzeria is training ground) Laura Brick is so pleased she offers to fly you to Adventurers Island (Why? A holiday maybe) in her helicopter. Meanwhile the Brickster has got there first and stolen Hotep's Ruby. He copies the Ruby twice and then does the old three cups trick, so that you don't know which is the real ruby. He gives them to Mr Hates and Slyboots. (Maybe?) who disappear off into the jungle.

Town/RockRaiders	When you rebuild the Res-Q Center you are greeted by a very relieved mini-fig who tells you that they are receiving a weak SOS call from the RockRaiders, they are running dangerously low on power and cannot teleport to the surface of the planet, they need help now. The Res-Q team takes you to RR Island in their speedboat.
Town/Castle	After re-building the Town Hall you discover a hidden trap door. Through this door you enter a dark hidden room on the wall is a portrait of King Leo. You can use this as a portal (bit weak) to the castle dungeon where you find King Leo and Queen Leonora locked up. They explain that the evil Cedric the Bull has put them there and plans to marry the courageous and beautiful Princess Storm. Can you find Cedric and with Storms help defeat him and get the key from around his neck?
Town/OGEL Island	After building the Info Center, the Infomaniac is so pleased and relieved that you have saved LEGO Island and forced the Brickster into hiding again that he arranges a trip in the Space Shuttle. You take off and find yourself being drawn towards the strange island floating at the edge of space. OGEL Island is the weird lair of the Brickster, a strange land of unfinished models, parts of mini-figs etc. (mismatched themes possibly).
Win ending	OGEL Island is where the final 'boss encounter' takes place, rather than another Island with puzzles etc. If you have fulfilled all the criteria on the other Islands and successfully defeat the Brickster he is trapped into running into the Space shuttle and you fly off with him to be handed over to Laura and Nick Brick, as OGEL Island explodes James Bond style in the back ground.
Lose Ending	As above but you do not defeat the Brickster in the final encounter. He escapes (in a Brickster capsule or one of the insectoid vehicles?) and you rush to leave the disintegrating OGLE Island.

Krislis requested: Castle mini-figs for modelling.
Comic books/info on Adventurers
Approval of RR Laser separated from base - APPROVED
See how many models we can get from Terry and Data Design

Krisalis to supply updated design docs, and latest build plus demo of deconstructing mini-fig and direct music.

Could Krisalis supply some different versions of he proposed Bricksterbot designs for review?
LMI QA will confirm milestone deliverables.